SEGA®

ALIEN SYNDROME

OWNER'S MANUAL

SEGA ENTERPRISES, LTD.

MANUAL NO. 4201-0001

CONTENTS

SPECIFICATIONS

INSTALLATION SPACE	:	25.5 in. × 33 in.
HEIGHT	:	76.5 in.
POWER	:	125 W

NOTE

- Descriptions herein contained may be subject to improvement changes without notice.

INTRODUCTION TO THE OWNER'S MANUAL

SEGA ENTERPRISES, LTD., supported by its high electronic technology of LSI, micro-processors, etc. and a wealth of experience, has for more than 30 years been supplying various innovative and popular game machines to the world market. This OWNER'S manual is intended to provide detailed comments together with all the necessary information covering the operation in general of electronic assemblies, electromechanicals, servicing control, spare parts, etc. as regards the ALIEN SYNDROME, a new SEGA product. The manual is intended for those who have knowledge of electricity and technical expertise especially in ICs, CRTs, microprocessors, etc. Carefully read so as to acquire sufficient knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under no circumstances touch the interior system.

1. HANDLING PRECAUTIONS

When installing or inspecting, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

- Be sure to turn the power off before working on the machine.
- To insert or pull out the plug quickly is dangerous.
- It is necessary to make sure that the power cord or the grounding wire is not exposed on the road, etc. in a manner so as to be dangerous. Make sure that grounding connections are made safely at the position where so specified.
- Do not use any fuse that does not meet the specified rating.
- Make complete connections for the IC board and other connectors. Insufficient insertion is very dangerous.

2. PREVENTION OF COUNTERFEITING AND CONVERSION

LABELLING

To prevent counterfeits and conversions, the following labels are put on all the SEGA products. When handling such goods, be sure to confirm the labels. They are used to prevent illegal acts such as the unauthorized copying of the products and the printed circuit boards thereof or carrying on business by manufacturing similar merchandise or by converting, selling or using such products or printed circuit boards.

ORIGINAL SEAL

The following seal is put on the machines manufactured by SEGA.



LICENSE SEAL

The following seal is put on the kits, such as the printed circuit boards, of SEGA products.



COPYRIGHT NOTICE

This SEGA product has the copyright notice as follows:

© SEGA 1987

This signifies that this work was disclosed in 1987 and is the property of SEGA ENTERPRISES, LTD.

3. PRECAUTIONS CONCERNING THE PLACE OF INSTALLATION

The ALIEN SYNDROME is an indoor game machine. Absolutely do not install it outside. Even indoors, avoid installing it in places mentioned below so as to ensure proper usage:

- Places subject to rain or water leakage, or condensation due to humidity.
- In the proximity of an indoor swimming pool and/or shower.
- Places subject to direct sunlight.
- Places subject to heat sources from heating units, etc., or hot air.
- Vicinity of highly inflammable/volatile chemicals or hazardous matter.
- Sloped surfaces.
- Vicinity of anti-disaster facilities such as fire exits and fire extinguishers.
- Places subject to any type of violent impact.
- Dusty places.

4. I/O INSTRUCTIONS

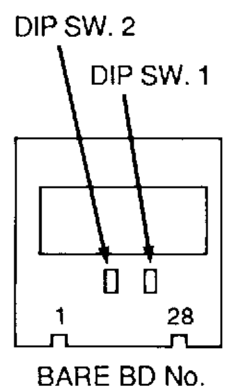
COMPONENT SIDE			SOLDER SIDE
GND	1	A	GND
GND	2	B	GND
+5V	3	C	+5V
+5V	4	D	+5V
+12V	5	E	+12V
COIN METER 1	6	F	METER 2
(NOT USED)	7	H	(NOT USED)
(NOT USED)	8	J	(NOT USED)
1P SHOT	9	K	2P SHOT
(NOT USED)	10	L	(NOT USED)
(NOT USED)	11	M	(NOT USED)
1P DOWN	12	N	2P DOWN
1P UP	13	P	2P UP
1P RIGHT	14	R	2P RIGHT
1P LEFT	15	S	2P LEFT
(NOT USED)	16	T	(NOT USED)
(NOT USED)	17	U	(NOT USED)
(NOT USED)	18	V	(NOT USED)
(NOT USED)	19	W	(NOT USED)
COIN 1	20	X	1P START
COIN 2	21	Y	2P START
TEST	22	Z	(NOT USED)
SERVICE	23	a	(NOT USED)
SPEAKER (+)	24	b	SPEAKER (−)
RED	25	c	GREEN
BLUE	26	d	SYNC
GND (SYNC)	27	e	GND
GND	28	f	GND

56 P

5. OPTION SWITCH SETTINGS

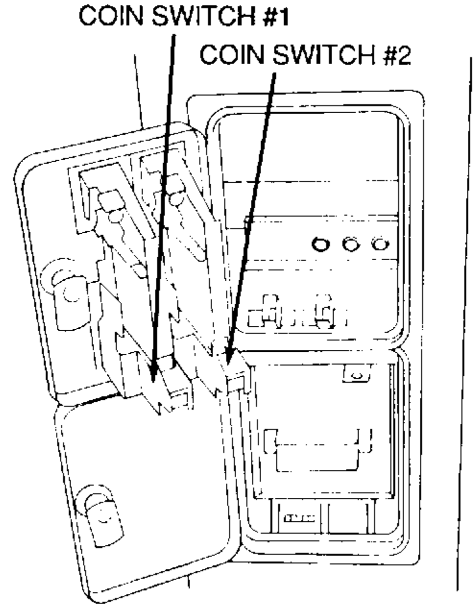
COIN/CREDIT OPTION SWITCH SETTING **DIP SWITCH #1**

OPTION		1	2	3	4	5	6	7	8
1 COIN	1 CREDIT	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
1 COIN	2 CREDITS	ON	OFF	OFF	OFF	ON	OFF	OFF	OFF
1 COIN	3 CREDITS	OFF	ON	OFF	OFF	OFF	ON	OFF	OFF
1 COIN	4 CREDITS	ON	ON	OFF	OFF	ON	ON	OFF	OFF
1 COIN	5 CREDITS	OFF	OFF	ON	OFF	OFF	OFF	ON	OFF
1 COIN	6 CREDITS	ON	OFF	ON	OFF	ON	OFF	ON	OFF
2 COINS	1 CREDIT	OFF	ON	ON	OFF	OFF	ON	ON	OFF
3 COINS	1 CREDIT	ON	ON	ON	OFF	ON	ON	ON	OFF
4 COINS	1 CREDIT	OFF	OFF	OFF	ON	OFF	OFF	OFF	ON
2 COINS	3 CREDITS	ON	OFF	OFF	ON	ON	OFF	OFF	ON
2 COINS 4 COINS 5 COINS 6 COINS	1 CREDIT 2 CREDITS 3 CREDITS 4 CREDITS	OFF	ON	OFF	ON	OFF	ON	OFF	ON
2 COINS 4 COINS	1 CREDIT 3 CREDITS	ON	ON	OFF	ON	ON	ON	OFF	ON
1 COIN 2 COINS 3 COINS 4 COINS 5 COINS	1 CREDIT 2 CREDITS 3 CREDITS 4 CREDITS 6 CREDITS	OFF	OFF	ON	ON	OFF	OFF	ON	ON
1 COIN 2 COINS 3 COINS 4 COINS	1 CREDIT 2 CREDITS 3 CREDITS 5 CREDITS	ON	OFF	ON	ON	ON	OFF	ON	ON
1 COIN 2 COINS	1 CREDIT 3 CREDITS	OFF	ON	ON	ON	OFF	ON	ON	ON
1 COIN	1 CREDIT	ON	ON	ON	ON	ON	ON	ON	ON
		COIN SW. #1				COIN SW. #2			



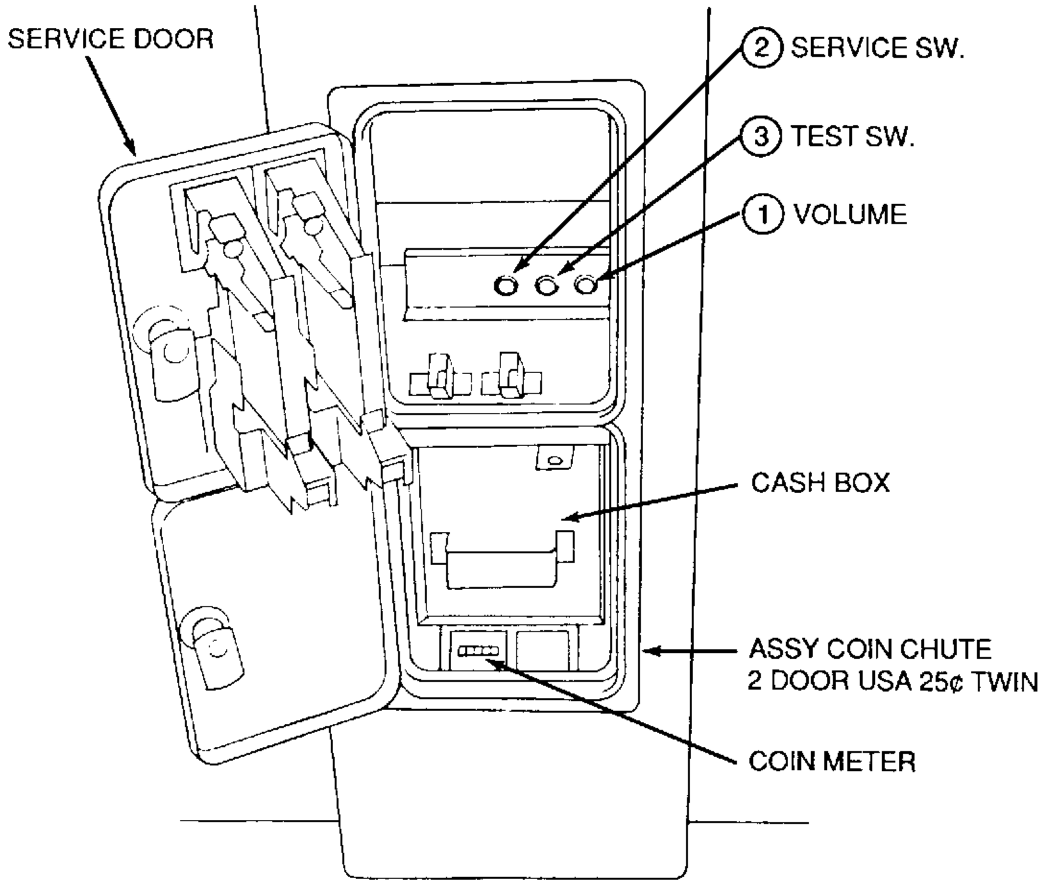
OPTION SWITCH SETTING **DIP SWITCH #2**

		1	2	3	4	5	6	7	8
NOT USED		OFF							
ADVERTISE SOUND	ON		OFF						
	OFF		ON						
NUMBER OF PLAYERS	3 MEN			OFF	OFF				
	2 MEN			ON	OFF				
	4 MEN			OFF	ON				
	FREE			ON	ON				
TIME LIMIT	180 SEC.					OFF	OFF		
	170 SEC.					ON	OFF		
	160 SEC.					OFF	ON		
	150 SEC.					ON	ON		
GAME DIFFICULTY	NORMAL							OFF	OFF
	EASY							ON	OFF
	HARD							OFF	ON
	HARDEST							ON	ON



6. OPERATION OF THE SERVICE SWITCH

- By opening the SERVICE DOOR, the following layout can be seen:



OPERATING INSTRUCTIONS

1 VOLUME — Adjusts speaker's volume.

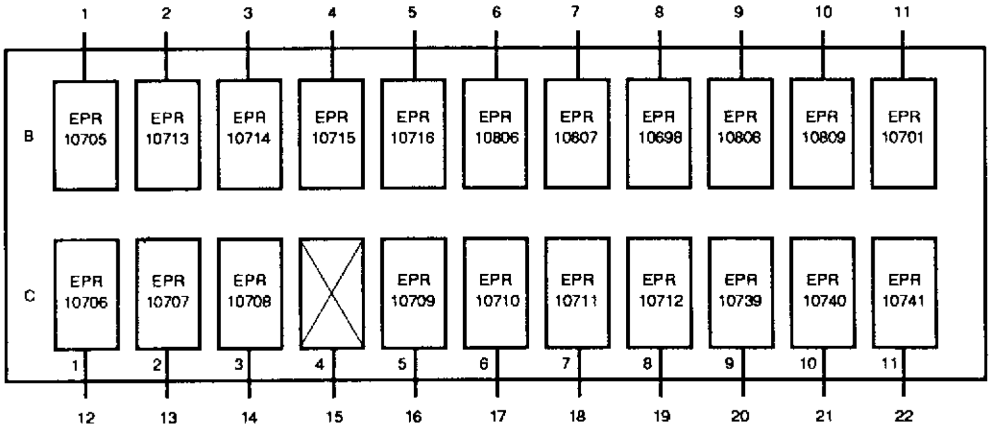
2 SERVICE SW — The game can be played for servicing, etc. by increasing the credits without registering on the coin meter.

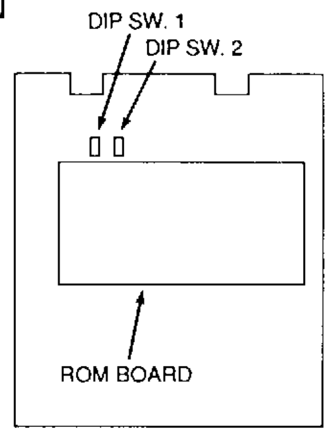
3 TEST SW — Enters logic PCB test and bookkeeping modes.

7. EPROM LOCATION

SYSTEM-16 A TYPE

ROM BOARD

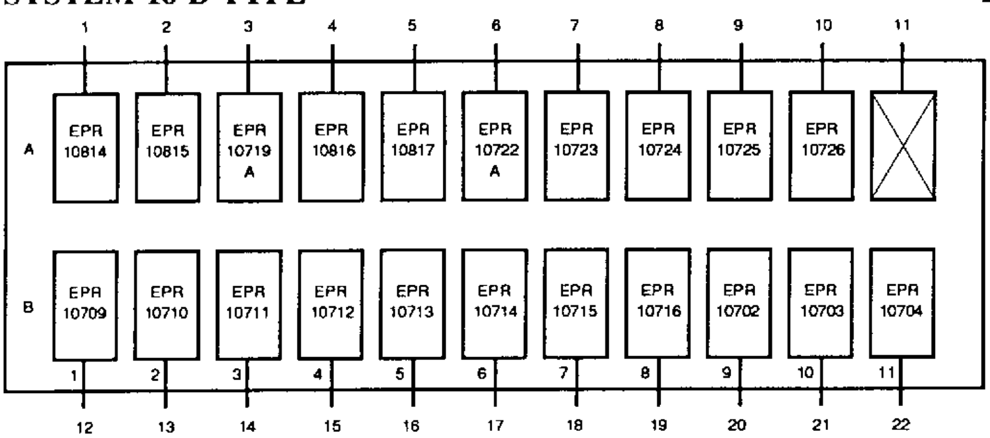


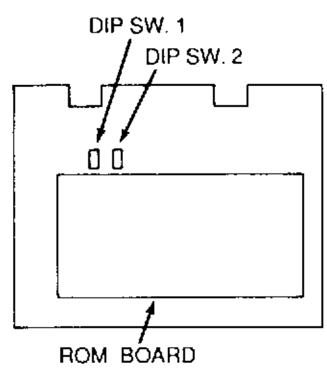


	IC LOCATION	NUMBERS	MAIN FUNCTIONS		IC LOCATION	NUMBERS	MAIN FUNCTIONS
	B6	EPR-10806	PROGRAM		C1	EPR-10706	SPEECH
	B7	EPR-10807	PROGRAM		C2	EPR-10707	SPEECH
	B8	EPR-10698	PROGRAM		C3	EPR-10708	SPEECH
	B9	EPR-10808	PROGRAM		C5	EPR-10709	OBJECT
	B10	EPR-10809	PROGRAM		C6	EPR-10710	OBJECT
	B11	EPR-10701	PROGRAM		C7	EPR-10711	OBJECT
	C9	EPR-10739	F/X		C8	EPR-10712	OBJECT
	C10	EPR-10740	F/X		B2	EPR-10713	OBJECT
	C11	EPR-10741	F/X		B3	EPR-10714	OBJECT
	B1	EPR-10705	SOUND		B4	EPR-10715	OBJECT
	C4	————	NOT USED		B5	EPR-10716	OBJECT

SYSTEM-16 B TYPE

ROM BOARD

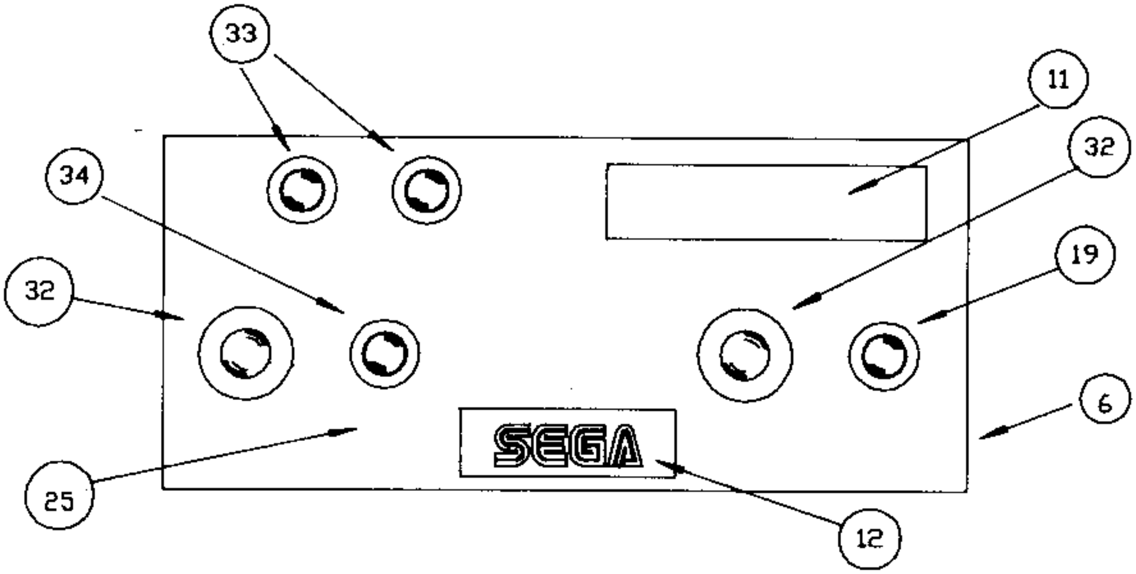




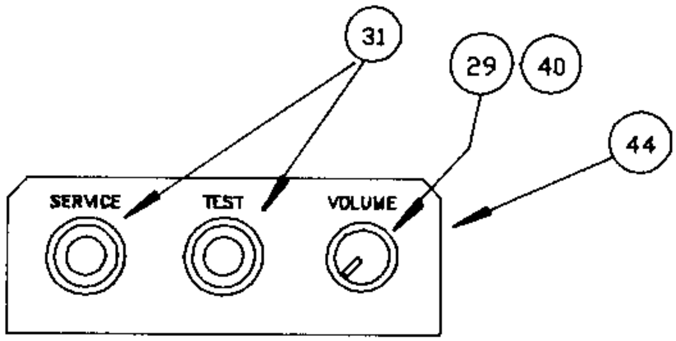
	IC LOCATION	NUMBERS	MAIN FUNCTIONS		IC LOCATION	NUMBERS	MAIN FUNCTIONS
1	A1	EPR-10814	PROGRAM	12	B1	EPR-10709	OBJECT
2	A2	EPR-10815	PROGRAM	13	B2	EPR-10710	OBJECT
3	A3	EPR-10719A	PROGRAM	14	B3	EPR-10711	OBJECT
4	A4	EPR-10816	PROGRAM	15	B4	EPR-10712	OBJECT
5	A5	EPR-10817	PROGRAM	16	B5	EPR-10713	OBJECT
20	B9	EPR-10702	F/X	17	B6	EPR-10714	OBJECT
21	B10	EPR-10703	F/X	18	B7	EPR-10715	OBJECT
22	B11	EPR-10704	F/X	19	B8	EPR-10716	OBJECT
7	A7	EPR-10723	SOUND	10	A10	EPR-10726	SPEECH
8	A8	EPR-10724	SPEECH	6	A6	EPR-10722A	PROGRAM
9	A9	EPR-10725	SPEECH	11	A11	————	NOT USED

8. PARTS LIST

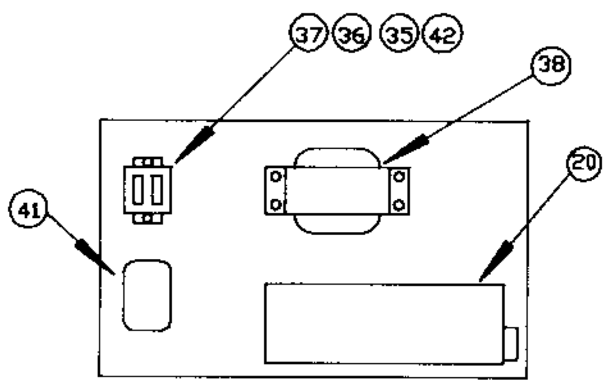
ITEM	PARTS NO.	QTY	DESCRIPTION
1	1050-0064	1	MAIN SW BRACKET
2	1300-5001	1	SPEAKER 8 OHM/10W
3	1300-5001A	1	SPEAKER COVER
4	2000-5090	1	MONITOR RBG 19"
5	2200-0000	1	COIN DOOR ASSY
6	2501-0001	1	CONTROL PANEL
7	2501-0002	1	PLEX BRACKET LOWER
8	2501-0003	1	PLEX BRACKET UPPER
9	2501-0004	1	SCREEN 9-1/2 × 3
10	2521-0001	1	CARD BOARD BEZEL
11	2531-0001	1	C/P PLEX PLAY INST.
12	2531-0002	1	C/P PLEX SEGA LOGO
13	2531-0003	1	TOP ASSEMBLY ALIEN
14	2751-0001	1	GLASS 23-9/16 × 23-9/16
15	2800-0418	1	BUSHING STRAIN RELIEF
16	3901-0001	1	ASSY FLOUR FIXTURE DUAL
17	3901-0002	1	INCOND SOCKET
18	3901-0002A	1	INCOND LAMP 60W
19	3901-0002B	1	PAL NUT
20	4000-5046	1	POWER SUPPLY 5V/7A
21	4201-0001	1	OWNER'S MANUAL
22	4211-0001	1	STICKER DANGER
23	4211-0002	1	STICKER MAIN SW ON/OFF
24	4211-0003	1	ADJUSTMENT INST
25	4231-0001	1	CONTROL PANEL OVERLAY
26	4231-0002	1	FRONT DESIGN PLATE
27	4231-0003	1	SIDE DECAL LEFT
28	4231-0004	1	SIDE DECAL RIGHT
29	4750-0049	1	RHEOSTAT 100 OHM/10W
30	5090-0039	1	SWITCH PB ON/OFF
31	5090-5028	2	SWITCH PB MOMENTARY
32	5091-0001	2	JOYSTICK ASSY 8WAY
33	5091-0002	2	PUSH BUTTON SW GREEN CLEAR
34	5091-0003	2	PUSH BUTTON SW RED CLEAR
35	5140-0034	1	FUSE 5A SLOWBLOW
36	5140-0040	1	FUSE 4A
37	5140-0064	1	FUSE HOLDER, 2P
38	5600-5100	1	TRANSFORMER 115/115
39	6000-007B	1	POWER CORD 8 FT.
40	6010-0042	1	KNOB 1/4"
41	6010-0429	1	LINE FILTER, RFI
42	6011-0001	2	FUSE COVER, PVC SINGLE
43	AL1-0001	1	PACKAGING MATERIAL ALIEN
44	KR0-1721	1	SWITCH BRACKET
45	MO0-1215Y	1	COVER
46	SGM0-2675	1	POLYETHYLENE BAG
47	SGM0-3640	1	POLYETHYLENE COVER
48	TB0-3003	1	TV MASK
49	117-5123	1	ELEC. SPEC. PLATE
50	421-5800-58	1	ORIGINAL SEAL ALIEN
51	421-6119	1	FCC STICKER
52	421-6120	1	STICKER SEGA USA
53	421-6591	1	SERIAL NUMBER PLATE
54	421-6796	1	ADJ/IO ALIEN
55	833-6308	1	LOGIC PCB



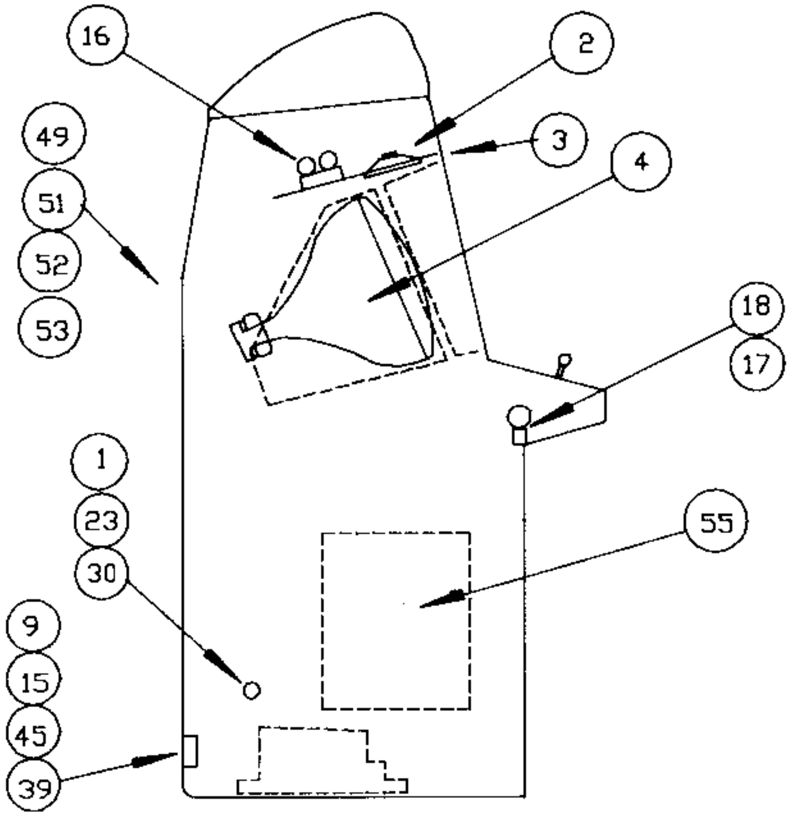
CONTROL PANEL ASSY

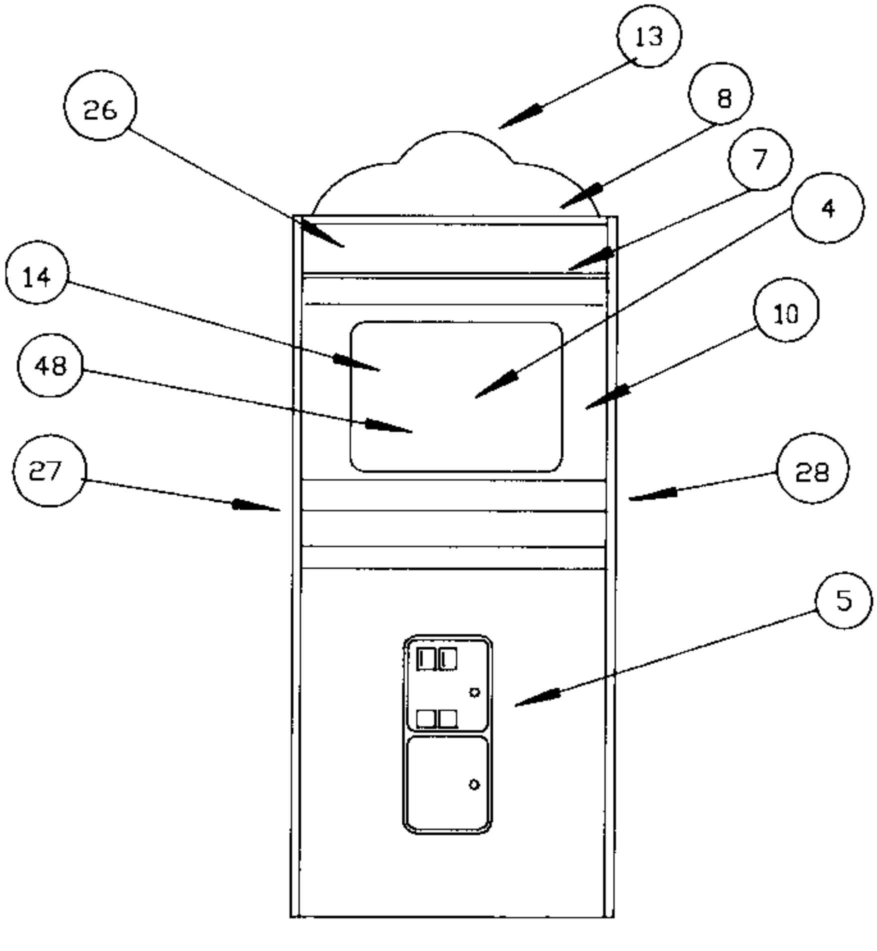


ASSY CONTROL UNIT



POWER SUPPLY ASSY


16
2
49
3
4
51
52
53
18
17
1
23
55
30
9
15
45
39


13
26
8
7
4
14
10
48
27
28
5

SCHEMATIC DIAGRAM

